



**N-GAGE**  
NOKIA  
[www.n-gage.com](http://www.n-gage.com)



**HUDSON**

**SNK**  
PLAYMORE

**Single Player**

**Multiplayer**

**Bluetooth®**

For use only with the N-Gage™ mobile game deck. Copyright © 2004 Nokia. All rights reserved. Nokia, N-Gage and N-Gage QD are trademarks or registered trademarks of Nokia Corporation. Other product and company names mentioned herein may be trademarks or trade names of their respective owners. Printed in China. Bluetooth is a registered trademark of Bluetooth SIG, Inc.

© 2004 SNK PLAYMORE © 2004 Marvelous Interactive Inc. © 2004 HUDSON SOFT. BEE DEVISE is a registered trademark of Hudson Soft Co., Ltd.

# N-GAGE

1-2 PLAYERS



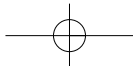
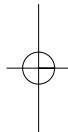
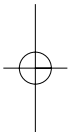
ONLY ON  
N-GAGE



SNK  
PLAYMORE



HUDSON®



Part No. 9233172, Issue No. 01  
R/XXXXXX/YY

Copyright © 2004 Nokia. All rights reserved.

Nokia, N-Gage and N-Gage QD are trademarks or registered trademarks of Nokia Corporation. Other company and product names mentioned herein may be trademarks or trade names of their respective owners.

Printed in China.

Package contains one game on one game card. Made in Taiwan.

The information contained in this user guide was written for THE KING OF FIGHTERS EXTREME. The publishers operate a policy of ongoing development and reserve the right to make changes to any of the products described in this document without prior notice.

UNDER NO CIRCUMSTANCES SHALL NOKIA BE RESPONSIBLE FOR ANY LOSS OF DATA OR INCOME OR ANY SPECIAL, INCIDENTAL, AND CONSEQUENTIAL OR INDIRECT DAMAGES HOWSOEVER CAUSED. THE CONTENTS OF THIS DOCUMENT ARE PROVIDED "AS IS." EXCEPT AS REQUIRED BY APPLICABLE LAW, NO WARRANTIES OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE MADE IN RELATION TO THE ACCURACY AND RELIABILITY OR CONTENTS OF THIS DOCUMENT. NOKIA RESERVES THE RIGHT TO REVISE THIS DOCUMENT OR WITHDRAW IT AT ANY TIME WITHOUT PRIOR NOTICE.

#### EXPORT CONTROLS

This product contains commodities, technology, or software exported from the United States in accordance with the Export Administration regulations. Diversion contrary to U.S. law is prohibited.

Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

## FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



### PLAY SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger.

Follow any restrictions or rules in the device's user guide.



### ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



### INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



### USE SENSIBLY

Use the game deck only in the normal position as shown in the user guide.



### ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.



## Important: Safety information about video games

### About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

## CARE AND MAINTENANCE


Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.

- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

## Inserting the N-Gage™ Game Card

### Nokia N-Gage™

1. Make sure the N-Gage game deck is switched off. If it's on, press and hold  to switch off the device.
2. With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).
3. Slide finger into the finger slot, then lift and remove the battery (Fig. 2).
4. Remove the existing game card or memory card (if you have one fitted).
5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).
6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).



### Nokia N-Gage™ QD

1. You do not have to switch off the N-Gage QD game deck to change N-Gage game cards.
2. Before inserting or removing a game card, ensure you save all unsaved data as inserting a new game card will close all open applications.
3. Open the card slot (Fig. 1) and insert your game card (Fig. 2).
4. Once a game card is inserted, the game will start automatically.

(Please ensure the auto-start feature is enabled on your game deck)





## Starting a game


### Nokia N-Gage™


Turn the power switch on.

The game icon will automatically appear on the Menu screen once the game card is successfully installed.

Press , scroll to the game icon and press . Now you're ready to start the game.

### Nokia N-Gage™ QD

Press and hold the power key  to turn the game deck on.

To start a game when a game card is inserted, press  in standby mode. You can also start games by selecting Games in the menu.

## Bluetooth® Multiplayer Game Play\*

\* To play the game with other users via Bluetooth wireless technology, all participants need to have the same game.

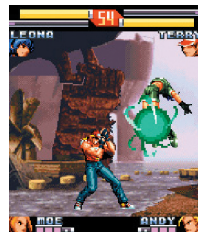
## Table of Contents

Inserting the N-Gage™ Game Card .....	3
Starting a game .....	3
Bluetooth® Multiplayer Game Play .....	3
BASIC CONTROLS (Menu Screens) .....	4
BASIC CONTROLS (In-Game) .....	5
MAIN BATTLE SCREEN .....	6
PAUSE MENU .....	7
THE CHARACTERS .....	8
GAME MODE .....	10
STORY .....	11
BATTLE .....	12
PRACTICE .....	13
TIME ATTACK .....	13
SURVIVAL .....	13
RECORDS .....	14
OPTIONS .....	15
Nokia Limited Warranty .....	16
Limitations on Warranty .....	16
Obtaining Warranty and Technical Support ...	16
Register Your Game Online .....	16

*Note: A SIM card must be inserted in the N-Gage game deck before a game can be played. Insert a SIM card as described in the N-Gage game deck instruction manual.*

*Note: Do not use the USB port during gameplay.*

Several months have passed since Geese Howard held the King of Fighters (K.O.F.) tournament. The fighters are joined together by fate again. Although they haven't realized it yet, the conclusion of the last tournament was only the beginning of a new fight. Invitations have been received by fighters around the world, calling them to K.O.F.



## BASIC CONTROLS (Menu Screens)



Cursor Movement



Menu Selection



Menu Selection  
Skip Story Segment



Menu Cancel


## BASIC CONTROLS (In-Game)

 **Taunt**

 **Striker Attack**

 **Master mode**  
available after finishing the Story mode

 **Weak Punch – A**

 **Strong Punch – C**

 **Body Toss Attack**

 **Weak Kick – B**

 **Strong Kick – D**

 **Max Special Move**  
when POWER is maxed out

 **Jump**

 **Crouch**

 **Move Left/Right**  
Press twice for a Dash

 +  **Emergency Escape**  
Press at the same time

 +  **Throw** when close  
 +  Press at the same time



**A, B, C and D** are controls assigned in the command list for each character's unique attack.



**Pause**  
**Pause Menu Display**

These controls are just the initial settings, and can be changed in the Pause Menu (P.7) or Options (P.15).

In addition to the basic controls listed, each character has their own special moves. Check the Pause Menu (P.7) or Practice (P.13) for a list of their special moves.

## MAIN BATTLE SCREEN

**LIFE**

**POWER**

When POWER is maxed out, the Max Special Move is available.

**Character**

**Striker**





**Time**

**Wins**

**Number of Hits**

**Striker Gauge**

## PAUSE MENU

While playing, press the **Left Selection Key**  or the **Right Selection Key**  to bring up the Pause Menu. In here, you can change the controls, view the command list, change the sound settings or give up the fight.



Pause Menu

## Command List

Players defeat an opponent with one of the special attacks following an input order on the Command List.



Command List

## THE CHARACTERS

Over twenty characters make their appearance. In addition to the basic controls, there are many special moves available. For more information on carrying out these special moves, check the Pause Menu or the Practice Command List (P.7, P.13).

### FATAL FURY TEAM



8

### HERO TEAM



### ART OF FIGHTING TEAM



### IKARI TEAM



### PSYCHO SOLDIER TEAM



### KOREAN TEAM



### IORI TEAM





## GAME MODE

Press **Key 5**  when the Title Screen or Demo appears to bring up the Menu. Use the **Controller Key Up**  and **Down**  to select a mode.

### Start Menu

- START** ..... Proceed to the Game mode Menu.
- RECORDS** ..... See the records for each of the game modes.
- OPTIONS** ..... Change the various game settings.
- QUIT** ..... End the game.

### Game Mode Menu

- STORY** ..... Follow the story of the characters through the game.
- BATTLE** ..... Use Bluetooth® wireless technology to allow two players to battle each other.
- PRACTICE** ..... Learn the controls and view the Move and Command lists.
- TIME ATTACK** .. Battle it out for the fastest clear time of the seven stages.
- SURVIVAL** ..... See how many victories you can achieve with a set amount of LIFE.
- EXIT** ..... Return to the Start Menu.



Title



Start Menu



Game mode Menu

## STORY

In this game mode, follow the game's story through eight stages of battle.

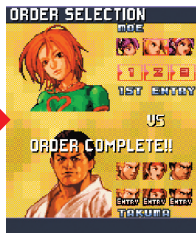
**1. Choose three characters and form a team.**

The story will take different directions based on the unique composition of the team.

**2. After choosing the order of the fighters, the game will start.**



Player Selection



Order Selection



Story mode



\* When you successfully finish Story mode, the Master mode with the lead character (the character selected first) becomes available. Master mode improves the performance of that character's moves.

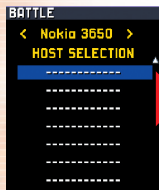
## BATTLE

Using Bluetooth® wireless technology, two players can go against each other in Battle Play mode.

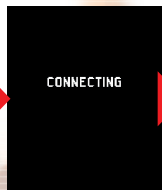
1. After selecting BATTLE from the Menu, choose the host and client from the HOST SELECTION Screen.
2. If the connection succeeds, the Connection screen will appear. Then, if the handicap from Options (P.15) has been set to ON, the Handicap screen will appear and further settings can be made.
3. Next, form a team of three characters and select the order of the fighters. When both players have finished choosing their teams, the game will start.



Battle mode



Host Selection



Connection





Handicap setting



Player Selection

\*If the connection fails, the Connection Lost screen will appear and Battle will end.

## PRACTICE

Make detailed adjustments to characters and practice their moves. Press the **Left Selection Key**  or the **Right Selection Key**  at any point during play to view the character's move and command list.

## TIME ATTACK

Fight through seven stages in the shortest time possible using a set difficulty level and rules.

## SURVIVAL

Try to win as many fights as possible in a row with a set amount of LIFE.



Practice



Survival

## RECORDS

The scores and play times achieved in Time Attack and Survival can be checked here.

Use the **Controller Key Left**  or **Right**  to select the record to view. The top five records will be stored and displayed.

### Stored Records

- **Time Attack Rankings** ... Fastest Time/Character Used
- **Survival Rankings** ... Victories/Character Used


**TIME ATTACK RANKINGS**



1	KYO	01:00:00
2	TERRY	00:00:00
3	LEONA	11:00:00
4	KIM	13:00:00
5	ATHENA	15:00:00

Time Attack Rankings

**SURVIVAL RANKINGS**




1	MAI	BEAT BY 25
2	LEONA	BEAT BY 20
3	WOLF	BEAT BY 15
4	CLARK	BEAT BY 10
5	KIM	BEAT BY 5

Survival Rankings

## OPTIONS

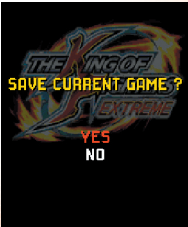
Various game settings and the saving/loading of game progress take place in **OPTIONS**.

- COM LEVEL**..... Choose the difficulty from four levels.
- PLAY TIME**..... Change the amount of time given per round.  
(NORMAL/INFINITE)
- HANDICAP**..... Use handicaps for BATTLE. (ON/OFF)
- LANGUAGE**..... Choose the language used for the game. (five Languages)
- CONTROLS**..... Change the key settings.
- SOUND**..... Change the sound settings and incoming call settings.
- SAVE**..... Save the current game progress.
- LOAD**..... Restore the game progress from a previous save.
- RESET**..... Erase any saved game data and restore the game to its initial state.
- EXIT**..... Return to the Title screen.



OPTIONS  
COM LEVEL NORMAL  
PLAY TIME NORMAL  
HANDICAP OFF  
LANGUAGE ENGLISH  
CONTROLS  
SOUND  
SAVE  
LOAD  
RESET  
EXIT

Options



THE KING OF FIGHTERS  
SAVE CURRENT GAME?  
YES  
NO

Save

## Nokia Limited Warranty

Nokia warrants to the original consumer purchaser that the Nokia N-Gage game card shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the Nokia N-Gage game card is found to be defective in material and workmanship within that 90 day warranty period, the Nokia N-Gage game card will be replaced free of charge. This limited warranty does not apply if the defect shall have been caused by negligence, abuse, damage, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your sales receipt to establish the date of purchase for warranty replacement. For replacement, return the Nokia N-Gage game card, with its original packaging and receipt, to the retailer from which the game card was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Nokia. If Nokia no longer produces the game card, Nokia, at its sole option, may substitute a game card of another game title or refund the customer's purchase price.

## Limitations on Warranty

THE BENEFITS CONFERRED BY THIS LIMITED WARRANTY ARE IN ADDITION TO ANY OTHER RIGHTS AND REMEDIES UNDER ANY APPLICABLE LEGISLATION THAT CANNOT BE EXCLUDED. OTHERWISE, TO THE EXTENT PERMITTED BY LAW THE NOKIA N-GAGE GAME CARD AND ALL SOFTWARE CONTAINED ON IT ARE PROVIDED TO YOU "AS IS," WITHOUT WARRANTY OF ANY KIND, EXCEPT AS EXPRESSLY PROVIDED IN THIS NOKIA LIMITED WARRANTY. EXCEPT AS EXPRESSLY SET FORTH ABOVE, NOKIA EXPRESSLY DISCLAIMS ALL WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL NOKIA BE LIABLE FOR ANY SPECIAL, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE NOKIA N-GAGE GAME CARD OR THE SOFTWARE CONTAINED ON IT, INCLUDING DAMAGES TO PROPERTY AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF NOKIA HAS BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME COUNTRIES AND/OR AREAS DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR PERMIT THE EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM TERRITORY TO TERRITORY.

## Obtaining Warranty and Technical Support

To receive warranty and additional support, including troubleshooting assistance, please contact Nokia at: [www.n-gage.com](http://www.n-gage.com)

## Register Your Game Online

To register, go online at: [www.n-gage.com](http://www.n-gage.com)

...and now, *GET READY TO N-GAGE!*

Copyright © 2004 Nokia. All rights reserved. Nokia, N-Gage and N-Gage QD are trademarks or registered trademarks of Nokia Corporation. Other company and product names mentioned herein may be trademarks or trade names of their respective owners. Bluetooth is a registered trademark of Bluetooth SIG, Inc.

